WHAT IS CLAIMED IS

1. A method for switching software functions that enables a user to sequentially switch and open a sub-menu function of an application software through a hotkey set by choosing a group of keys on an input unit as the hotkey set, the method comprising the steps of:

    1) setting a combination of keys as the hotkey set on the input unit to switch and open various sub-menu functions;

    2) repeatedly pressing a first key of the combination of keys and then intermittently pressing a second key of the combination of keys to generate and send input signals to a data processing system;

    3) instructing the data processing system to count to obtain a count value the number of times the user has pressed the combination of keys, and, according to the count value, sequentially switching representing diagrams on a display unit for the sub-menu functions of the application program accordingly, and upon reaching the diagram of the sub-menu function that the user wishes to open, releasing the first key of the combination of keys to open the sub-menu function represented by the diagram.

2. The method as claimed in claim 1, wherein the data processing system comprises:

    a central processing unit used to drive units and modules within the data processing system for performing the switching and opening of sub-menu functions of the application program;

    a storage unit used to store the information related to the application program; and

    a memory unit used to access, determine, and count the input signals generated by the user via the input unit.

3. The method as claimed in claim 2, wherein the memory unit comprises:

an accessing module used to access each input signal generated when the user operates the input unit;

a determining module used to determine whether the input signal matches the hotkey signal set previously by the user; and

a counter module used to count number of times the user actuates the hotkey via the input unit, in order to switch to and open the representing diagrams of the sub-menu functions of the application program on the display unit according to the count value.

4. The method as claimed in claim 1, wherein the input unit is a keyboard.

5. The method as claimed in claim 2, wherein the memory unit is either one of a dynamic random access memory (DRAM) or static random access memory (SRAM).

6. A system for switching software functions used to enable a user to sequentially switch to and open sub-menu functions of an application program by a set of hotkeys, the system comprising:

an input unit, wherein a set of keys is provided to the user to set and operate as the hotkeys for the application program, in order to sequentially switch or open various sub-menu functions of the application program;

a display unit used to display the switching and opening of the representing diagrams for the sub-menu functions of the application program through the hotkey operated by the user; and

a data processing system used to receive and count number of times the input signals are generated upon the user actuating the hotkey for a particular program via the input unit, and to perform the switching and opening of the sub-menu functions of the application program.

7. The system as claimed in claim 6, wherein the data processing system comprises:

a central processing unit used to drive units and modules within the data processing system for performing the switching and opening of sub-menu functions of the application program;

a storage unit used to store the information related to the application program; and

a memory unit used to access, determine, and count the input signals generated when the user actuates hotkeys via the input unit.

8. The system as claimed in claim 7, wherein the memory unit comprises:

an accessing module used to access each of the input signals generated when the user operates the input unit;

a determining module used to determine whether the input signal matches the hotkey signal previously set by the user; and

a counter module used to count the number of times the user actuates the hotkey via the input unit to obtain a count value, in order to switch to and open the representing diagrams of the sub-menu functions of the application program on the display unit according to the count value.

9. The method as claimed in claim 6, wherein the input unit is a keyboard.

10. The method as claimed in claim 7 or claim 8, wherein the memory unit is either one of a dynamic random access memory (DRAM) or static random access memory (SRAM).